

# **2014 FRA** **Rail Program Delivery**



# **Railroad Planning Basics**

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# **Railroad Planning Basics**

**Where we have trouble is not down  
in the weeds. .**

**But basics, fundamentals. . .**



# Background understandings

## FRA

Funds passenger and freight, not commuter rail

Changes must be freight and commuter NEUTRAL

## Amtrak

*Intercity Interregional Interstate International*

### Amtrak can. . .

- Operate over any rail carrier in U.S.
- Operate must comply with FRA safety regulations
- Add passenger trains
- Take property by eminent domain, incl freight RR

### Amtrak cannot. . .

- “impair unreasonably” other services

# Elements to Plan a Corridor

1. Basic track configuration/geometry
2. Signal Systems
3. Train Types and Performance
4. Passenger Stations, ADA Platform

**5. Dispatching / Controlling the Railroad**

# Basic Track Configuration/Geometry

1. Spirals – First used in the US about 1900
  - Superelevation
  - Unbalance
  - Jerk Rates
2. Turnout sizes and use
3. Track geometry – FRA classifications
4. Undercutting/ballast cleaning
5. Junctions – configuration and pocket tracks
6. Yard leads – length

*Note!*  
FRA requires  
*track configuration plans*  
*signed by all parties*  
*at 30% design level*

# Basic Track Configuration/Geometry

## KEY DECISIONS that affect OPERATIONS

- one track or two?
- one passenger platform or two?

# Signal Systems

**Types of signals – Speed / Route**

## **Considerations**

- Braking distances – freight / passenger
- Turnout Speeds

## **Positive Train Control (PTC) Enforcement**

*(Note: Fabrication and installation time typically 18-24 months)*

# Train Types & Performance

## Freight

- Locals / transfer runs
- Unit trains
- Manifest trains
- Intermodal trains

## Passenger

- Intercity
- Commuter zone express
- Commuter locals

## Rolling Stock

- Locomotives w individual cars
- Push - Pull train
- Diesel Multiple Unit (DMU)



# Planning Considerations for Stations

- Location on railroad?
- Location in community?
- Platform for each track?
- Terminal or run-through?
- Access
  - Transit
  - Bike
  - Kiss-n-ride
  - Car Parking



*Retro-Engagement-Union-Station-Los-Angeles-Luminaire-Images-couple-train, www.brides.com*

# Controlling and Dispatching the RR

## MORAL OF THE STORY:

If you're fighting track conditions and slow-downs. . . it makes no sense to obsess about the Maximum Authorized Speed. Just strive to minimize trip time. Understand your constraints on speed due to:

*Number of tracks*

*Spacing of sidings*

*Spacing of cross-overs*

*Number of platforms*

# Planning implications of ADA

## Americans with Disabilities Act 49 CFR Parts 37 and 38

### Macro-scale Goal for the Country

- 48" high platforms on the NEC
- 15" high elsewhere

To achieve INTEROPERABILITY, non-interference with Freight

### Subset:

- Is freight traffic present?
- Who owns the track (private or public)?

kidsafe-train019 <http://www.medialaunch.com.au/1114>

# Planning implications of ADA

## Station tracks

- Platform tracks?
- Curves and grade crossings?
- Interlockings?

## Micro-scale of the person accessing the train

- Path of travel – 2 ½ inch flangeway gaps?
- 6-foot clearance to platform obstructions



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# Planning for Yard Facilities

1. Location
2. Train and Equipment Storage
3. Light Maintenance
4. Crew Base

**Big questions loom in the Passenger world. . .**

- Where are these facilities?
- Who operates and maintains?
- Who shares the cost?

# Planning for Train Servicing

1. Daily (Cleaning, Food Restocking, Toilet Servicing)
2. Inspections (Remove and Replace Bad Order Cars and Locomotives)
3. Fueling

We have to plan for this . . .

It is especially difficult if equipment has to turn during the day, may have to service the train... **The biggest question is Where? The planning issue is mostly location.**

Overnight is easy by comparison.



# Planning for Construction (implications for ongoing operations)

**CONSIDER:** Interface w RR operations, Staging Sequence,  
RR forces vs contractors, Detours and temp services



# Of all of these . . .

- **Track Configuration**
- **Signal Systems**
- **Train Types**
- **Controlling and Dispatching**
- **Stations**
- **Yards**
- **Train Servicing**
- **Construction**



# ***The Least Understood Aspect!***

## **Dispatching & Controlling the Railroad**

The **TIME REQUIRED** to make train moves. **CRITICAL!!**

- **Time not distance**
  - Train priorities
  - Signaled route lock-up time
  - Multiple / different control centers – communications time
  - Crew change locations
  - Train location indicators – distance resolution of train locations
- **Use train modeling to optimize capacity**

# Bringing it all together in a Full Corridor Analysis

- **Test different schedules...** various schedules.. Runs...Test other departure times..
- **Play with combinations** to identify /eliminate crunch points....
- **RTC is full blown simulation**
  - Of trains on a RR. Results in minutes delay for each type of train. Pin point bottlenecks.
  - RTC Model – operations simulation – used by freights; all the trains running intermingled
- **TPC – Train Performance Calculator – for train movement**
  - HP per ton, air resistance, curve restrictions, grades, stations, signal aspects
  - Once track geometry is in there.. play away.. diff train lengths
  - Run train w/o impediments; add 7-8% time for good measure

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